

## DEFENSIVE AND COMPETITIVE BIDDING

<b>OVERCALLS</b>	General Style	MAY BE WEAK
Responses	Suit Change =	
IN THE REOPENING POSITION	MAY BE WEAK	
Responses		
<b>TAKE-OUT DOUBLE</b>	General Style	SHAPE AND STRENGTH
Responses		
IN THE REOPENING POSITION	9+ AND SHAPE	
Responses		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD		
<b>1NT OVERCALL</b>	2nd pos	15 - 18 HCP
Responses	AS FOR 1NT OPENING	
	4th pos	10 - 15 HPC
Responses	2c Relay	
<b>JUMP OVERCALL</b>	<input checked="" type="checkbox"/> WEAK to intermediate	
<b>OTHERS</b>		
Responses		
<b>2NT OVERCALL</b>	UNUSUAL	
55m		
<b>DIRECT CUE-BID</b>	2D on 1m = Majors	
5oM-5m		
<b>VS STRONG NT</b>	2nd pos	4th pos
Double =	C or H+S	C or H+S
2♣ =	D	D
2D =	6crd M	6crd M
2H,S =	5Crd+3crd m	5crd+3crd m
<b>VS WEAK NT</b>	2nd pos	4th pos
Double =	PENALTY	PENALTY
2♣ =	D or H+S	D or H+S
... see above		
<b>VS PREEMPTS</b>	Double = NEGATIVE	
<b>VS ARTIFICIAL STRONG OPENINGS</b>		
to be discussed at table		
1S can be random non-vulnerable		
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>		

## LEADS AND SIGNALS

<b>OPENING LEADS</b>	<ul style="list-style-type: none"> <li>● SUIT</li> <li><input checked="" type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input type="checkbox"/> Attitude <input type="checkbox"/> Rusinow</li> <li>Other KANTAR</li> <li>● NT</li> <li><input type="checkbox"/> 3rd/5th <input type="checkbox"/> 4th <input checked="" type="checkbox"/> Attitude <input type="checkbox"/> Rusinow</li> <li>Other KANTAR</li> </ul>																																													
AQT: strong leads, asking distribution or unblock																																														
KJ9: requires encouraging partner to continue																																														
<b>OPENING LEADS VS NO-TRUMPS ( Bold )</b>																																														
Underline leads against suit contracts if different																																														
<b>A K - A K<sub>x</sub> - A K<sub>J</sub>x - A K<sub>J</sub>10<sub>x</sub> - A Q<sub>J</sub>x - A<sub>J</sub>x<sub>x</sub></b> K J <sub>x</sub> x <sub>x</sub> - K <sub>x</sub> x <sub>x</sub> x <sub>x</sub> - <b>K Q - K Q<sub>x</sub> - K Q<sub>x</sub>x - K Q<sub>J</sub>x</b> K J <b>10</b> <sub>x</sub> - K <sub>x</sub> <b>x</b> - K <sub>x</sub> <b>x</b> - K <sub>x</sub> x <sub>x</sub> <b>x</b> - <b>Q J - Q J<sub>x</sub></b> <b>Q J</b> <sub>10</sub> 9 - <b>K Q</b> <sub>10</sub> x - <b>K Q</b> <sub>10</sub> 9 <sub>x</sub> - <b>Q x</b> - <b>Q x</b> <sub>x</sub> Q <sub>10</sub> <b>9</b> <sub>x</sub> - <b>J 10 - J 10</b> <sub>x</sub> - <b>J</b> <sub>10</sub> 9 <sub>8</sub> - K J <b>10</b> <sub>9</sub> - K <sub>10</sub> <b>9</b> <sub>8</sub> J <sub>x</sub> <b>x</b> - J <sub>x</sub> <b>x</b> - J <sub>x</sub> x <sub>x</sub> <b>x</b> - <b>10</b> <sub>x</sub> - <b>10</b> <sub>9</sub> - <b>10</b> <sub>9</sub> x - <b>9</b> <sub>8</sub> x <b>10</b> <sub>x</sub> <b>x</b> - <b>10</b> <sub>x</sub> x <sub>x</sub> - <b>10</b> <sub>x</sub> <b>x</b> <sub>x</sub> - <b>x</b> <sub>x</sub> - <b>x</b> <sub>x</sub> - <b>x</b> <sub>x</sub> x <sub>x</sub> <b>x</b> <sub>x</sub> x <sub>x</sub> - <b>x</b> <sub>x</sub> x <sub>x</sub> x <sub>x</sub>																																														
<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>																																														
USE 1 = ODD NO OF CARDS, 2 = EVEN NO OF CARDS, D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREF																																														
BRACKET THE SIGNALING METHOD WHEN RARELY USED																																														
	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th colspan="2"></th> <th>CARDS</th> <th>HIGH</th> <th>LOW</th> <th>ODD</th> <th>EVEN</th> </tr> </thead> <tbody> <tr> <td rowspan="3" style="width: 10%;">Suit</td> <td style="width: 20%;">On partner's lead</td> <td></td> <td>1,D</td> <td>2,E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td></td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td>1(+D)</td> <td>2(+D)</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>On partner's lead</td> <td></td> <td>1,D</td> <td>2,E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td></td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td>1(+D)</td> <td>2(+D)</td> <td></td> <td></td> </tr> </tbody> </table>			CARDS	HIGH	LOW	ODD	EVEN	Suit	On partner's lead		1,D	2,E			On declarer's lead		1	2			Discarding		1(+D)	2(+D)			NT	On partner's lead		1,D	2,E			On declarer's lead		1	2			Discarding		1(+D)	2(+D)		
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<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>																																														
90% is negative double																																														
At higher level in forcing situation reverse meaning of double																																														
and pass are possible																																														
<b>SPECIAL FORCING PASS SEQUENCES</b>																																														
see negative doubles																																														

## CONVENTION CARD

	Arts Geert	16082
	Steve De Roos	21304
<b>SYSTEM SUMMARY</b>		
GENERAL APPROACH AND STYLE		
Precision		1/09/2017
MAJORS 5+crd, ♦ 2+ crd		
<b>SPECIAL OPENING BIDS AND RESPONSES</b>		
OPENINGS	DESCRIPTION	
1	1♣	+16HP all distributions
2	1D	response 1h/s : 3+crd, 0+HP
3	2C	natural 10-15 HP
4	2D	10-15HP, (43)15, 4414,4405
5	2H/S	Weak, 5+ crd
6	3C,D,H,S	preempt can be very weak, 5+ crd possible
7	3NT	gambling or to play
8	4C,D	Preempt transfert
9	4NT	Minors
10		
<b>SPECIAL COMPETITIVE BIDS</b>		
1	Doubles at higher level	
2		
3		
4		
5		
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>		
We feel free at the table to give interpretation to point ranges		
or to specifications required for bidding		
<b>PSYCHICS</b>	POSSIBLE	